

Passchendaele 25

"What the hell," fumed McAlbrecht, "this guy comes to Alberta, drinks all our beer, and doesn't even so much as mention us in his zine!"

"While you may be partly correct, Bob, it might also be said that he started this colum for no other purpose but to introduce us to his readers..." reflected Moose Factory.

"Excuse me, but I forget," queried Kraken, rubbing his second chin, "are you two referring to François Guerrier, publisher of Passchendaele, who may be written at 2210-160 Chapel St., Ottawa, Ont. K1N 8P5?"

He's right, y'know. This is the June 27, 1980 issue of Passchendaele, a magazine devoted to the play of Diplomacy and whatnot, available for 10/\$3.50 (Cdn). This is Tethausaurus Presses Publication #73.

François Guerrier is the GM for 1976A, CX, 1977AZ, 1978Q, R, S, 1979AC, AQ, HY, and KH. Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6 (1-613-829-7289) is the guest-GM for 1980-U and Hohenlinden (starting thish.).

I should mention that no one should phone Steve in the hope of having him transfer messages over to me. He's no receptionist; so, if you want to tell me something, write. I'm sorry I don't have a phone, but I'm not sure it would help anyhow--I spend very little time at "home". I'll get a phone come September (when things settle down), though.

Six game-openings are available in Iwo-Jima; Dave Barker is the only registered player for this regular Diplomacy game. The game-fee is \$4.00 (+ subscription), and the GM is none other than me.

There are five game-openings in my prize game (regDip) as well (signed-up are Steve Berrigan and Blair Cusack; tentative (unpaid, or only partly paid) are Claude Gauthier, John Lipscomb, Hugh Polley, and Dave Weatherhead--get your \$\$ in, guys!). The winner will receive \$200... (drawers will get a certain fraction thereof, as described in Passchendaele#24.); the game-fee is \$33.00, but that's irrelevant...No standbys.

Standbys (when used) receive \$1.50 upon completion of their position: the list currently includes Bob Acheson, Steve Berrigan, Mike Carroll, Steve Colombo, Blair Cusack, Barry Hickey, Steve Hutton, Jan Jensen, John Lipscomb, Nick Russon, Eric Ozog, Clive Tonge, Al Rodriguez, and Ron Kelly.

4. COAs this month (never fails: whenever I print an address list, they pop up...):

1. Michael Mills, 1585 Quaker Rd., Macedon, NY14502.
2. Alan Turner, #702-55 Maitland St., Toronto, Ont. M4Y 1C9.
3. Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6.
4. Bill LaFosse, 15 Cory St., Trenton, Ont. K8V 5W7.

I am most appreciative of the positive comments I received concerning Passchendaele#24--not that I normally do not get any: but this time the response was greater than average.

I believe that feedback tends to be the backbone of most zines. No kidding: some publishers have folded in the past just because feedback was insufficient or negative. I submit that the average player just does not realize all the time, money, and effort that has to go into the publication of a decent

product.

One solid piece of advice: when you like a certain zine, tell the publisher about it! You'll probably never fully realize (unless you jump into the publishing venture) how much a well-placed compliment will boost an editor's enthusiasm for his work. I'd go so far as to say that several publishers feed on "ego-boo", as the job generally comes with no financial benefit.

But, alas!, it is perhaps too late for this in the case of Passchendaele, because:

Passchendaele is doomed. Unbelievable (and unfortunate?), but sadly true nevertheless. I will close down Passchendaele some time in future.

Why? In fact, there are several reasons; the most important, of course, is that there has been an increasing drain on my time from outside "social activities" lately--at this rate, I won't be capable of hanging on past the next couple of years.

Secondly, I can foresee the day when my curricular activities will take the better of my spare time--e.g. when I start my masters. It seems this will be another obstacle to publishing Passchendaele yet.

I might also add that my interests for hobby "politics" has increased lately, at the expense of publishing and GMing. For instance, I believe I prefer my job as CDO Ombudsman to that of publishing Passchendaele.

There will be several issues to come yet, though: I shall continue regular publication for an indeterminate period of time. Nor will Passchendaele get skimpy just yet. For this reason, I guess I'd expect the other publishers not to terminate trad~~or~~ whatever ms agreement we had. But I want everyone to realize that Passchendaele's life expectancy is not eternity.

I also intend to keep on gamemastering my games (as well as those to begin in future--e.g. Iwo-Jima and the Prize game.) until they finish.

I thoroughly enjoyed publishing Passchendaele; it grew into something I am proud of. I have put my foot in my mouth on several occasions, but I've enjoyed every minute of it. In fact (skipping through back issues), I can see that Passchendaele was that good to start with, but I eventually made my way in this hobby, making improvements/innovations here and there at the same time.

Enough. I hope that we can put sad thoughts aside and hopefully enjoy the issues to come.

I am planning for an anniversary issue in September 1980. Yes, I will have been publishing for 2 years in 2 months from now.

I would be most appreciative if I could get material from most of you. I have already solicited articles from those most likely to contribute, but non-receipt of such a letter does not mean you can sit back and relax.

I'm not really looking for anything in particular: articles, letters, illustrations, etc. all are fine. I'll take contributions relating to about anything, too, with the following exception: religion. I will emphatically tear apart and throw away anything related to religion, even if it's an article (written by Jimmy Carter himself) on Fundamentalist religion. Anything (and everything) else goes: politics, sf, D&D, humour, tactics, sex, jokes, etc. I reserve the right to edit or reject any article. But that will only happen if it's poorly done, and I mean, poorly done. That means I will accept anything that's half-decent, so it's worth a try (especially as I will pay for the articles.).

I would be most appreciative if you could tell me if you'll write something now. I would be equally appreciative if all contributions were on my desk by August 20, 1980 (Of course, you can send your contribution later, but please try to have it in for then.).

I'm confident that issue will be superb if YOU contribute. Get to work, bums!

THE GAMES:1976A, Fall 1917.

ONLY ONE MOVE FAILS! GREAT....

England (Bob Acheson): A Bur S A Mun; F Bel-Eng; A Hol-Ruh; F Nth C A Edi-Den;
 F Bal H, unordered; A War S A Sil-Gal; A Sil-Gal; A Mos S A War; A Mun H;
 A StP S A Mos; F Iri H, unordered; F Mid H; F Bre S F Mid; A Pru S A War;
 A Edi-Den.

France (John Lipscomb): NMR! F Gas H.

Italy (Randolph Smyth): A Tyo S Turkish A Boh; F Wes-Lyo; A Ser-Tri; A Vie H,
 unordered; F Por S F Spa(sc); F Mar S F Wes-Lyo; F Spa(sc) S F Wes-Lyo;
 F Naf S Turkish F Tyn-Wes; F Gre H; A Tri S Turkish A Gal (no such Wop;
 and, come on, Randolph! A Tri S A Gal indeed!)

Turkey (Barry Hichey): F Con-Bla; A Bud S A Gal; F Adr H; A Sev S A Ukr;
 F Tyn-Wes; A Gal S A Boh; A Boh H; A Ukr H; A Arm-Smy.

The deadline for Winter 1917/Spring 1918 is July 25, 1980. The draw proposal was torpedoed. Could Jan Jensen please standby for France?

1917 Supply Centre Chart:

England: Home, Bre, Bel, Hol, Den, Swe, Nwy, StP, Ber, Kie, Mun, War, Mos.
 (15) Even.

France: Par. (1) Even.

Italy: Rome, Nap, Tun, Mar, Spa, Por, Tri, Gre, Vie. (9) Even.

Turkey: Home, Bul, Rum, Sev, Ser, Bud, Ven. (9) Even.

1976CX, Fall 1914. RUSSIA FAILS TO TAKE FULL ADVANTAGE OF DORMANT FRANCE!

England (Steve Berrigan): F Tyn-Ion; F Wes-Tyn; F Bot-Lvn; F Hol S German A Kie;
 F Nth C A Lon-Bel; A StP S F Bot-Lvn; F Den-Bal; F Bar S A StP; A Lon-Bel.

France (Eric Kirchner): NMR! F Lyo H; A Pie H; F Smy H; F Ion H; F Eas H;
 A Ruh H.

Germany (Bob Acheson): A Kie H and hopes that the French can make the right move again.

Italy (Ron Kelly): F Apu S A Ven; A Rom S A Ven; A Ven S French A Pie-Tyo (no such order).

Russia (Steve Hutton): A Alb S F Bul(sc)-Gre; A Mun-Ruh; A Sil-Mun; F Ber-Bal;
 A Tyo S A Tri; A Pru-Ber; A Lvn S A Mos; A Mos S A Lvn; A Ank-Smy;
 F Con-Bul(sc); F Adr-Ion; A Tri S A Tyo; F Bul(sc)-Gre; F Bla-Con.

The deadline for Winter 1914/Spring 1915 is July 25, 1980. Is there any way I could get your phone number and permission to call collect when you are NMR, Eric? Could Clive Tonge standby for France?

1914 Supply Centre Chart:

England: Home, Nwy, Swe, StP, Den, Bel, Hol. (9) Even.

France: Home, Por, Spa, Tun, Smy. (7) Even.

Germany: Kie. (1) Even.

Italy: Home. (3) Even.

Russia: Mos, War, Sev, Bud, Vie, Tri, Rum, Gre, Ser, Con, Ank, Bul, Mun,
 Ber. (14) Even.

Press:

Moscow-High Command: Thanks for the headline...I think.

Kiel-GM: My son, the Great Bear is open for 5 months of the year; but I guess they don't teach Cdn geography at school any more. Or, did you make it into University as a maternity student? ((Still, you said "every three weeks"... anyhow, why don't you take a bathe if the Great Bear is open?))

1977AZ, Spring 1907.

THE BLACK NUN IS COMING!

Austria (Steve Berrigan): A Bud S A Tri; A Ven S A Tri; A Vie S A Bud;
 A Tri S A Ven.

continued on page 4.

continued from p. 3.

England (Mike Carroll): F Lon H; F Iri-Mid.

France (Ron Kelly): A Pie-Ven; F Tun S F Tyn; F Tyn S A Tus-Rom; A Tus-Rom;
F Nap S A Tus-Rom; A Mar-Pie; A Par H.

Germany (Randolph Smyth): F Kie-Hol; F Ber-Kie; A Mun-Boh; F Nwy-Nth; A Sil-Gal;
A StP H; A Ruh-Tyo (Whom do ya think y're kidding?); A Yor-Lpl; A Den H;
F Edi-Cly.

Italy (Steve Hutton): F Rom H (zapola); no units left.

Russia (Bob Acheson): A Ukr H, unordered (ret-Mos, OTB); A Mos-War;
A Fin-StP (no such unit).

Turkey (Eric Kirchner): A Sev S A Rum-Ukr; F Ion S Italian F Rom-Nap (no such
order); F Gre S F Ion; F Bla S A Sev; A Rum-Ukr; A Ser-Alb; F Smy-Aeg;
F Adr S Austrian A Tri-Ven (no such order).

The deadline for Fall 1907 is July 25, 1980.

Press:

Moscow-Berlin: I believe that StP was to be returned to me this year.

Moscow-GM: We can well see that England has only 2 centres left--you state
the obvious. ((Perhaps you should have paid more attention to something even
more obvious, then, i.e. you have A Ukr, not A Fin, squire.))

Germany: Was that rather obvious underline "GM removes A Ukr in accordance with
the Rulebook" aimed at me? ((Why not?)) I'm not entirely opposed to using the
Rulebook, you know. But since you seem to make a point of it, I note that my
Rulebook is not in accordance with your choice of removal. ((You've got the
wrong Rulebook, then)). Under XIV.4 "Civil-disorder removals", final sentence:
"the earliest in alphabetical unit coming off first" ((sic)) would seem to ap-
ply to A Fin rather than A Ukr. ((All depends on your reference model--if your
alphabet starts with Z and ends with A, then A Ukr would be the correct choice))
So unless your edition is different from mine, you'll have to put a mute on
your trumpet--intentionally or unintentionally, you haven't been following the
Rulebook yourself!

((No need to put a mute on my trumpet--one can believe in following the
Rulebook and still make the error--no problem as long as it is corrected--just
the same as one could believe in following rule XIII and still make errors in
adjudicating Winter adjustments.))

((I'd like to give Mr. Randolph Smyth, PhD., the Passchendaels press prize
for this year (1980). You may expect a toad in a box soon, Randolph.))

1978Q, Spring 1907.

BOB SAYS TO RANDOLPH, "COME ON, HIT ME...I LOVE IT...
HIT ME!"

Austria (Oded Klinger): F Nap H (ret-Tyn, OTB); A Rum H; A Vie-Tri;
A Bud S A Vie-Tri.

France (Bob Acheson): A Bel H (annihilated); A Bur-Mar; F Pic-Eng; F Eng-Mid;
A Par-Bur; F Mid-Wes; F Yor-Lon; A Edi-Lpl.

Germany (Randolph Smyth): A Kie-Den; F Nrg S F Nth; F Nth S F Lon-Eng; F Lon-Eng;
A Ruh-Bel; A Mun-Bur; F Hol S A Ruh-Bel; A Ber-Kie.

Italy (Steve Colombo): A Apu S F Rom-Nap; A Tri H; F Rom-Nap; F Ven S A Tri.

Russia (Jan Jensen): A Gal-Rum; A Mos S A Ukr-Sev; A Ukr-Sev.

Turkey (Hugh Polley): F Ion C A Con-Alb; F Aeg C A Con-Alb; A Ser S A Con-Alb;
F Bla S A Sev; A Sev S Austrian A Rum; A Bul S Austrian A Rum; A Con-Alb.

The deadline for Fall 1907 is July 25, 1980.

1978R, Winter 1906/Spring 1907.

HUM...INTERESTING...

France (Trevor Baillie): NMR: GM removes F Wes. F Bel H (annihilated);

A Bur H; A Pic H; A Mar H; F Bre H.

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Germany (Shelley Foster): Builds A Kie. A Hol S A Ruh-Bel; F Hel-Nth;
 F Eng-Mid; F Lpl-Tri; A Edi-Lpl; A Ruh-Bel; A Mun-Bur; A Kie-Ruh.
 Italy (John Lipscomb): F Tyn-Nap (ret-Tus, OTB); F Rom-Nap.
 Russia (Hugh Polley): Removes F Swe. A Tyo-Ven; F Nat-Mid; A Vie-Tri;
 A Nwy-StP; F Naf S F Nat-Mid; F Bla-Bul(sc); A Bud S A Rum-Ser; A Sev-Rum;
 A Rum-Ser (ret-Ukr, Gal, OTB).
 Turkey (James Clarke): Builds F Smy, plays one short. A Ank-Arm; A Tri-Bud;
 F Ion S F Tun-Tyn; F Tun-Tyn; A Ser S A Bul-Rum; A Bul-Rum; F Spa(sc)-Lyo;
 F Con-Bla; F Smy-Con.

The deadline for Fall 1907 is July 25, 1980. Could Ron Kelly standby for France, please? Trevor: could I have your phone number and permission to call collect when you are NMR?

Press:
 The Czar today announced the breakdown of negotiations ((My, my: aren't we surprised!)) with the Sultan.

The Sultan rejected the idea of a peace imposed by the great powers of G/R/T.

The armed forces have been put on alert ((as well they should)); the crushing of turkish power will probably take a few years. Also it will be impossible to raise any new armies for at least a year ((and it might be a while before you can build southern fleets, too)). The northern army is therefore being recalled to the southern front to fortify its defenses...((Better get there fast.))

1978S, Winter 1905/Spring 1906. NOTHING NEW...

Austria (Curt Gibson): Builds A Tri. A Bud-Gal; A Ven-Apu; A Tri S A Vie;
 A Vie S A Bud-Gal; A Rum S Russian A Sev-Ukr; F Adr S A Ven-Apu.
 England (John Lipscomb): F Mid-Wes; F Eng-Mid; F Nat S F Eng-Mid; F Nrg-Nth;
 A Lvn S A Mos; A Mos S German A Ukr; A StP S A Mos; A Pie S German A Tus-Ven;
 F Naf S F Mid-Wes; A Mar S A Pie.
 France (Blair Cusack): NMR! GM removes F Wes. F Lyo H.
 Germany (Frank Haika): Builds F Kie. A Gal S A Boh-Vie; A Boh-Vie;
 A Ukr S A Gal; A War S A Gal; A Tyo S A Tus-Ven; A Tus-Ven; A Gas H;
 F Spa(sc) S English F Mid-Wes; F Kie-Hel.
 Italy (Bob Acheson): A Apu-Rom; F Nap-Ion.
 Russia (Ron Kelly): A Sev-Ukr.
 Turkey (John Kelley): F Ion ret-Tyn; F Nap ret-Tyn ((???Can someone tell me what's going on???)); F Aeg-Ion; A Smy-Arm; A Bul S Austrian A Rum;
 F Bla S Russian A Sev (no such order); F Tyn S French F Wes (no such order).

The deadline for Fall 1906 is July 25, 1980. Could Al Rodriguez please standby for France?

Press:
 Constantinople: Ah, shit.

Rome-E/G: I hope you two keep in mind that VEN is mine. ((It is?))

Naples-E/G: If you had forgotten, just a little reminder; don't try with trouble.

Naples-Turkey: Yes; you really screwed-up. Why do you even bother playing this game? ((He likes you.))

Wiener Hochzeitung: We never thot tt Europe cd be so unsophisticated as to wonder why a fleet wd return to home base as soon as an Italian fleet's occupation ended. Heads of state & admirals may cite supplies (like Smyrna figs) but everyone knows 10,000 Dago lover boys wl have wrecked the romance of thousands of absent sailors ((Acheson? A Dago lover boy?)), & big repair jobs are urgent. Now note tt t army in Armenia had to do 1000 mis. from t Russian border to Smyrna & 1000 mis. back again all to undo those Dagos' mischiefs!

And tt disbanded It. fleet, indulga in piracy all over t Aegian now,

absconded w/ 3/4 of t Turkish Delight in Turkey. What a shame! ((Now, really, Bob, I'm speechless! At least, I hope you're blushing!))

Hey, you Angly gobs in Algeria! What mischief are you into? Fez up, now! Nannies w/ spank!

1979AC, Winter 1905/Spring 1906. I/F FOUL UP IN THE MEDITERRANEAN?

Austria (Bob Acheson): Builds A Vie. A Tri-Alb; A Tyo-Pie; A Ven S F Rom; F Rom S Turkish F Ion-Tyn; A Boh S Turkish A Sil; A Vie-Tyo.

England (Steve Colombo): Removes A Den; retreats A Lpl-Yor. A Yor S F Wal-Yor; F Nth-Nor (ambiguous--Nrg? Nwy?); F Wal-Yor; F Bar S F Nth-Nor (ambiguous); F Swe-Bot.

France (Steve Berrigan): A Bur S German A Mun; F Lye S F Wes-Tyn; F Wes-Tyn; A Ruh S German A Mun; F Tyn-Ion (ret-Nap, OTB); A Gas-Mar.

Germany (Roy Norton): A Pru H (annihilated); A Mun H; F Kie-Bal; A Ber S A Pru.

Italy (Dan MacLellan): Removes F Lpl. F Tun S French F Tyn-Ion; A Nap-Apu; F Iri-Mid.

Turkey (John Lipscomb): Builds F Smy. F Ion-Tyn; A StP-Fin; A War-Pru;

A Sil S A War-Pru; F Tus S F Ion-Tyn; A Lvn S A War-Pru; F Con H, unordered

A Mos-StP; F Smy-Aeg; F Bla-Con (no such unit).

The deadline for Fall 1906 is July 25, 1980.

Press:

London: It has been officially announced today that a treaty of mutual aid between England and France has been established.

Long suspected, it is expected that Russian support will help greatly in the expansion of the British Empire. Members of the House expressed a strong desire to see a similar pact enacted with the Italian government. Optimistic MPs foresee that Italy will soon be as willing, as Russia now is, to cooperate fully.

1979HY, Fall 1904. SMALL GUYS DO PUT UP A GOOD FIGHT...

Austria (Mike Carroll): A Tri-Ven; A Vie H; A Bul S A Rum; F Aeg S Italian F Eas-Smy; A Rum S A Gal-Ukr; A Gal-Ukr.

England (Bob Francis): F Swe S A Yor-Den; F Hol S A Bel (ret-Hel, OTB); F Nth C A Yor-Den; A Yor-Den; A Bel S French A Bur-Ruh (no such order); A Nwy-StP; A Mos S Russian A Ukr.

France (James Clarke): A Bre H; A Gas H; F Mid H; A Bur H; A Par S A Bur.

Germany (Jan Jensen): A Kie S A Ruh-Hol; A Ber-Mun; A Mun-Ruh; A Ruh-Hol.

Italy (Steve Hutton): A Ven-Tri; A Apu-Ven; A Boh-Mun; F Con S F Eas-Smy (annihilated); F Eas-Smy; A Gre H.

Russia (Barry Hichey): A Sev S A Ukr; A War S A Ukr; A Ukr S A Sev.

Turkey (Bob Acheson): A Ank-Con; F Bla S A Ank-Con.

The deadline for Winter 1904/Spring 1905 is July 25, 1980. Barry Hichey has given power of proxy to Bob Francis.

1904 Supply Centre Chart:

Austria: Home, Ser, Bul, Rum. (6) Even.

England: Home, Nwy, StP, Bel, Swe, Den, Mos, ~~Mo~~. (9) Build 2 or 3 depending on the retreat.

France: Home, Spa, Por. (5) Even.

Germany: Home, Hol, ~~Swe~~. (4) Even.

Italy: Home, Tun, Gre, Smy, ~~Boh~~. (6) Build 1, as one fleet was annihilated.

Russia: War, Sev, Mos. (2) Remove 1.

Turkey: Ank, Con, ~~Smy~~. (2) Even.

Press:

Ankara-GM: Listen son ((You mean, we are related? Horrors!)): you can expect a little chunk of radioactive rock any day now; shouldn't hurt you too much, though, pretty boy! ((If you say so, Bob, if you say so...))

Vienna-High Command: Poli Sci? What's that? A new fraternity? The Polish Solimtar Company? "May your grandmother grow testicles in her ears" in Urdu? ((Oh well...Can't argue with ignorance...))

Paris-World: The French Armed Forces are on leave for three months, pending an objective to conquer. ((Well, there's Germany; there's England; there's Russia; there's Italy; there's Austria; there's the Turkey; there's...))

London: Alas, poor Russia, we knew him well...

London-Ankara: Hey Bob down there, how's it going? Bob? BOB??

London-Rome & Vienna: All right, what's happened to ((the)) Turkey, he doesn't answer. Which one of you guys took him?

Germany to France: I offered an alliance against England because it was our only chance to survive but you refused. Once I go, guess who will be next? Where else can England have a reasonable chance to expand? France, that's where. Any fool can figure that out. I won't give in, but we're both done for unless you do something. So get with it and retaliate.

1979KH, Spring 1903. OH NO! NOT ANOTHER WEIRD GAME!

Austria (Alan Turner): F Gre-Bul(nc); A Tri-Alb; A Ser S A Bud-Rum; A Bud-Rum; A Vie S Italian A Boh-Gal.

England (Steve Hutton): F NAT-Nrg; F Mid S Italian F Wes-Spa(nc) (no such order) F Bel-Pic; A Nwy S German F Swe-Fin; F Eng S F Bel-Pic.

France (Barry Hickey): A Pic-Bur; A Mar-Spa; A Par S A Pic-Bur; F Por-Spa(nc).

Germany (Claude Gauthier): F Swe-Fin; F Kle-Den; A Bur-Gas; A Mun-Ruh; A War-Ukr; A Pru-Lyn; A Ber-Mun.

Italy (Thom Burnett): A Pic-Mar; F Wes-Lyo; A Boh-Gal; F Tyn-Ion.

Russia (Steve Berrigan): A Mos-War; A Gal S A Mos-War (ret-Bud, OTB); F Rum H (ret-Bla, Sev, OTB); A StP H.

Turkey (Bob Acheson): A Bul S Russian F Rum; F Eas-Aeg; F Ion S F Eas-Aeg; A Con S A Bul.

The deadline for Fall 1903 is July 25, 1980. Barry Hickey has resigned. Could Eric Ozog kindly take over? Thom: could you kindly put the season (e.g. Spring 1903, Fall 1903, etc.) with your orders? It would ease filing at my end. Thanks.

Turkey-Germany: Speaking of fools, you're making a fine example of one; are you related to the GM?

Germany-Austria: Don't just sit there, do something.

Germany-England: And to Arthur, the Hun said, "I liked that scribe, now you went and had him killed." You hypocrite, you'll probably turn around and write something yourself. That would be bad.

By the way, are you a tit man? You seem preoccupied with Brest. ((That does not mean anything. I'm sure no ass-man would decline a bit of breast-fondling, except maybe Acheson--but he's an ermit anyhow.))

Germany-France: Got enough sex yet, turd brain?

Germany-Germany: Lookin' good. (No, I'm not crazy cause I talk to myself.)

Germany-Italy: A friendly Austria for two years, yet you still haven't made any ground on France? Stay outta the wine for a while, eh?

Germany-Russia: Finally, a competent player, praise the Lord!

Germany-Turkey: Did somebody goose you? F Eas-Ion (F Aeg S) would have made more sense.

Germany-World: I'm really not insulting anyone in particular (except Barry).

It's just that's it's so much fun! ((Just like playing with a new toy, right?))

1980-U, Spring 1902. (Steve Berrigan (see new address on p. 1) is the GGM.)

THE BLOOD IS FLOWING!

Austria (Tony Schafer): A Bud-Rum; A Ser S A Bud-Rum; A Tri-Bud; F Gre H.

England (Bob Acheson): F Edi-Nrg; F Nwy-StP(nc); A Yor-Den; F Nth C A Yor-Den.

France (Barry Hickey): F Mid-Eng; A Spa H; A Par-Pic; A Bur-Bel.

Germany (Steve Hutton): F Bel-Eng; A Mun-Bur; A Ruh-Kie.
 Italy (Al Hoffman): A Vie-Tri; A Ven S A Vie-Tri; A Tun-Alb; F Ion C A Tun-Alb;
F Nap-Tyn.
 Russia (Claude Gauthier): F Swe-Bal; F StP(nc)-Bar; F Rum-Sev; A Sev-Mos;
A Ukr-Rum; A Fin-Swe.
 Turkey (Dave Weatherhead): A Bul H; F Ank H; A Con S A Bul; F Smy-Aeg.
 The deadline for Fall 1902 is July 25, 1980.

Press:

London-Moscow: Your fleet in StP is self-explanatory & doesn't require a letter of intent.
 Turkey-Russia: There's a time to wait and a time to fight. This is the time to wait.
 Berlin-World: My apologies for the NMR. It won't happen again.
 Rome: Because of the malicious attacks on the peace-loving kingdom of Italy, our people must reluctantly turn their plow shares into guns. We do this with a heavy heart, but since this war is a fight for our survival, it is necessary. We have no quarrel with the Austrian people.
 Rome-Saint Petersburg: I hope that the Tsar has found a permanent palace so my messengers won't get lost. If you haven't heard from me that's why.
 Russia-Austria: Defend thyself.
 Russia-England: Please write.
 Russia-France: Stab while you can--Liverpool is yours.
 Russia-Germany: Get your ass in gear.
 Russia-Italy: Go get 'em.
 Russia-Turkey: That's a start.

Hohenlinden starts at last. Your guest-GM is Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6. (phone: 1-613-829-7289.)

The players and countries are:

Austria: Alan Turner (xxxxxxx), #308-51 Alexander St., Toronto, Ont. M4Y 1B3.
 England: Dan Palter, (EFIGART) PO 156, Cedarhurst, NY11516, USA.
 France: Steve Colombe (EFTAGI), 38 Poinsetta Dr., Thornhill, Ont. L3T 2T6.
 Germany: Bob Acheson (xxxxxxx), c/o Echo Bay Mines, Port Radium, NWT. XOE OXO.
 Italy: Mike Carroll (IOTPERA), 172 Bruce St., London, Ont. N6C 1H1.
 Russia: Steve Bergstrom (xxxxxxx), 1418 Scott Ave., Winnetka, IL60093, USA.
 Turkey: Dan MacLellan (xxxxxxx), 56 Ogmoor Cres. SE, Calgary, Alta. T2C 2E9.

(The preference lists are given in parentheses; xxxxxx indicates no pref list was submitted.)

Youse guys could've used preference lists, y'know. Is there any way I could get auto-biographies from you? Thanks.

On's suggestion: send Steve your phone number; this way, he may call you (collect) if you are NMR and he has the time.

Always send your orders to Steve: he is your GM, not me.

I will set a tentative deadline of July 25, 1980. If everyone has his orders in by then, all the better. However, if one (1) of you feels that he'd need more time (after all, Spring 1901 negotiations will presumably take more time than average), an extension will be granted (the deadline would then be August 22, 1980. It's really your choice. Non-receipt of orders by July 25 will be construed as a request to extend the deadline.

Kindly note that we will proceed with a relatively strict monthly schedule thereafter.

Geographic breakdown: 3 from Ontario (none from the same city, and presumably, from the same phone area), 1 Eskimo (he lives in Port Radium), 1 Albertan, and 2 Yanks. Not bad....

1979AQ (all-GM Game) Fall 1904 commentary (by Steve Berrigan).

England (John Lipscomb): A Yor-Lpl.

France (John Kelley): F Lyo-Wes; A Bre-Par; F NAT-Cly; F Lpl-Cly; A Wal-Lon; F Lon-Nth.
 Germany (Bill LaFosse): A Sil-Gal; F Swe H; F Den S F Swe; F Bal S F Swe; A Bel-Ruh; A Mun-Ber.
 Italy (Andy Lischett): A Tyo S A Tri-Vie; F Ion-Tun (ret-Tyn; Apu; Adr; Eas; OTB); A Tri-Vie; F Nap-Ion;
 Russia (Randolph Smyth): F Swe ret-Ska. A Nwy S F Bot-Swe; F Edi-Nth; F Sev S A Rum; A Vie S A Bud; A Rum S A Bud; A Bud S A Vie; A Pru-Ber; A Mos-War; F Bot-Swe; F Ska-Den.
 Turkey (Blair Gussack): F Ion ret-Tun. A Gre-Alb; F Bla-Bul(ec); A Ser-Tri; A Alb H, unordered; F Aeg-Ion; F Tun S F Aeg-Ion; A Bul-Gre (no such unit).
 1904 Supply Centre Chart:
 England: 14A. (0)
 France: Home, Spa, Por, Lpl, Lon. (7) May build one.
 Germany: Home, Bel, Hol, Den, Swe. (7) May build one.
 Italy: Home, Tri, Tyn. (4) Must remove one, or even, depending on the retreat.
 Russia: Home, Bud, Vie, Rum, Nwy, Edi, Ska. (9) Must remove one.
 Turkey: Home, Bul, Gre, Ser, Tun. (7) May build one.

Down to five: Not particularly surprising given England's mistakes. I would not be surprised either if there is a request for Winter only this upcoming season ((there was)). Both Italy and Russia have critical removals to make which will obviously have a great impact. Clearly Italy will remove one of the fleets--however, which one? I would think that F Ion will be retreated OTB and Italy will retain F Naples--possibly to support the French F Wes-Tyn in the Spring to attempt to hold off the Turkish fleets. France should build another Fleet in Marseilles--another army is not needed now as Germany will be the major land power in the FGI alliance. Turkey will most likely build a F Smyrna as well--F Bul(ec) will take too long to enter the Ionian area. Clearly RT are now working together--the demilitarization of the Black Sea zone should lead to RT cooperation in Austria and the rapid demise of the Italian units. A Alb-Tri S by A Ser, A Bud, and A Vie should succeed in the Spring. Turkey may decide to convoy A Gre to Apulia which would put great pressure on Italy.

Whereas RT should do well in the South, Russia is in big trouble in the North. Which unit should Randolph now remove? But for Germany's A Galicia the obvious choice would have been F Sev. However, Randolph can't afford to allow A Gal to sneak behind his lines (i.e. to Ukr) and he can't hold on to Edi anyway so he faces a very difficult choice. F Sev would be my choice if he moves something like A War-Ukr, A Rum-Ukr or A Pru-War, A War-Ukr, S by A Rum, which would effectively cut A Gal off at the pass. In any case, France will take EDI by the Fall of 1905. F NAT-Nrg, F Lpl-Cly, A Wal-Yor and F Lon-Nth will ensure the fall of Edi and another devastating removal for Russia. Germany will simply hold onto Sweden and wait for France to get into position for the assault on Norway and StP.

Germany should build A Berlin and quietly begin to position his unit for the Russian Campaign. A Munich-Sil, A Ruh-Mun and A Ber-Pru will be most effective. What to do with A Galicia is a different matter. My first inclination if I were Bill LaFosse would be to move A Gal-Ukr to try to get behind the Russian lines. If successful, Bill will have a field day and cause Randolph a severe head-ache. The other option is to move A Gal-Vie or Bud to help the anticipated RT attack on Trieste. ((er...perhaps you mean: "to be a nuisance"...)) 1905 should prove to be the most interesting year of the game.

((Thanks, Steve. I am most appreciative of the effort you have invested in making a commentary for the last three gameyears. I'm sure most of my audience (to put it mildly) does, too.

((However, as I use commentators in rotation, this is your last commentary for a while. Perhaps you'd be willing to resume commentating in 1910, if the game goes this far?

((Meantime, Eric Verheiden, 200 S. Azusa Ave., #2, Azusa, CA91702, USA, has gracefully accepted to do a commentary on the game for 1905-1908 (inclusive). He will likely submit a joint Winter 1904/Spring 1905 commentary as soon as he has all the relevant data. Thanks again, Steve.))

An Announcement: I have just received a letter from John Leeder giving the final results of the CDO nominations:

CDO Coordinator: Randolph Smyth, 275-3rd St. SE, #314, Medicine Hat, Alta.

T1A 0G4 (elected by acclamation).

CDO Ombudsman: Francois Guerrier, 2210-160 Chapel St., Ottawa, Ont. K1N 8P5 (elected by acclamation).

As all candidates have been acclaimed, there will be no election procedure. However, kindly do not forget to vote in the plebiscite; to vote on the CDO proposals (see Passchendaele#23) you must be a Canadian resident. You should answer the two following questions:

- 1) Do you agree that there should be a constitution at all?
- 2) Do you agree with the formula proposed by Randolph Smyth and Francois Guerrier for allowing foreign residents in CDO?

Kindly sign your answer. Send your votes to the CDO Returning Officer (a neutral party): John Leeder, 121-19th Ave. NE, Calgary, Alta. T2E 1N6.

Effective immediately is my resignation as CDO Liaison Officer; it is my hope that this will result in a de facto abolition of the office. There are several reasons for this, the main one being that it's just a title and little else: there's practically nothing to do!

I didn't get too many letters (aside from "P#24 was great", etc.) this month...oh well:

Dear Francois: Have just finished reading most of the latest P. Tremendously large issue, especially when you look at the small margins. Well, basically I'm writing to you about WWIIIb, as I am the Brazilian player.

Bob Sergeant designed WWIIIb, so it is only fitting that he GM it. Brawner, I believe, offered Bob the chance to have his game pbm. When the game started St George was still for players only who were in games that Bob started.

But, the criticisms leveled at the short diplomacy periods due to the short deadline and players from the US and Canada competing is fair. My southern neighbour, a policeman from Trenton, Ontario, has not written to me in some time. As a matter of fact I think I had only one letter to him before the Spring 1990 moves were due.

This I feel--the short diplomacy periods--has affected the game adversely for me, as it was my intention to ally with this brutish child from Canada. But instead he insists that I get one build, and he get three...well, I guess I got off the track.

Things would be much better, in my opinion, if the game had started out in StG&D only because it would allow more time for correspondence with the dimmer elements of life. Jack Brawner did do we players a favour, in running it in TFD. Well, maybe next time the criticisms will come under consideration, but for now we will survive.

By the way, I can't really believe you wrote that stuff on pg 18: ((I'm not sure...what do you mean? I wrote a lot of stuff on page 18!)) Oh well.

That is all for now--hope things are OK with you. What's the story about "getting a PO box, moving around"...are you on the run? FLQ! Are you looking for Richard Cross? ((No, I'm just trying to get away from "the dimmer forms of life" (as you aptly put it), such as your southern neighbour, you know, the cop from Trenton, Ontario.

((Thanks for shedding a little bit of light over this affair (WWIIIb), Mike.

However, I do not think my questions have been answered yet, e.g.: were there any complaints to the GM? Was the set-up announced prior to the game-start?))
--Mike Mills.

Dear François: Now I see my lettr, & your ed. comments. Yes, Brawner is in Fla. & GGM Sergeant, you kno, in Indiana.

Maybe t players were forewarned. I started my sub in Feb., just as t line-up appeared, too late to see t original announcement.

Now by daylight I came to your added comments on t next page. None of t GGM reasons given look t as important as givn t players their needed negotiatn time. I kno many players do litt negotiatn, but those are really wargamers, not diplomats & to even consider them wd be a disservice to t hobby.

((Yes, some of them are--which nevertheless does not mean we should ignore them. They are part of the hobby, and I see nothing wrong with a GM trying to meet their needs by GMing quickly-paced games.

((In my opinion, the presence of quickly- and slowly-paced games offers the players their choice. None is "better" or "worst" per se. It's up to the players to select those games (and GGMs) they like best.))

As for 'overloaded', I doubt if a pbr is gon to save himself much work. He has t job of constantly gettn t GGM's work transferred to the zine, & ot to at least check t adjudicatns to see he's not foul'n up his zine w/ GM errors & has to keep remindn some players to send orders to tt other address (players in several zines, i.e. most players, are used to assumn tt orders go to t ed., & I've noted eds don't post t GGM's add. w/ t game report (some not even his name) so players naturally forget (we're engrossed in t game, & detest ben tangled up in red tape).

((No problem there: it is a good idea to mention the GGMs name along with the game report. You could note, however, that just because one editor presumably doesn't do it doesn't make the use of GGMs as a whole a bad alternative.

((I guess we'll just have to disagree on "I doubt if a publisher is going to save himself much work." It generally takes me from 30-45 minutes to GM a game. Using a GGM reduces my workload to 10-15 minutes per game. It takes me about a whole afternoon to GM all my games; I suspect it would take only 1 hour (at most) to get the results for all these games from a (or several) guest GM(s).

((I also tend to disagree with your idea of what an editor should do: I don't think it is necessary for an editor to meticulously check the guest-GM's work every season. His job will be one well done if he limits himself to replacing those guest-GMs that make errors too often, which will be reflected by player complaints to the editor.))

Anyone mature enuf as a postal player to deserve to be either GMing or pubbn is able to do t other.

((I disagree. For instance, a GM may not have access to the publishing facilities (at reasonable cost) and therefore may not be able to publish.

((It's not solely a question of ability, either. One can like GMing and hate publishing; I don't see why the guy shouldn't be allowed to guest-GM a couple of games, especially as this is a hobby and there's no way we should force a good GM to publish his own zine.))

You have LaFosse's address...Jn Remillard's is: (#105) 245 Provencher, Winnipeg, Manitoba. R2H 0G6. Brawner's is #260, 2745 58th Ave So., St Petersburg, Fla. 33762. ((Thanks much.))

Boardman, runng c. 12 games on a 3 wk. schedule, plus a variant & wargaming zine, +150 sub. list, never a GGM, & mails Graustark in 36 hours after t GM dd-line. ((No problem there: John can do all this if he likes. He probably has the time, which isn't the case of all publishers. This is a hobby, where everyone decides what his own workload is...and you can't expect all publishers to make this hobby their lives, Curtis.))

Smyth finally decided tt he'd never use a GGM again. ((Just because Randolph said he wouldn't use guest-GMs doesn't make the whole idea worthless--it just means it didn't quite work out for him. Different things work out differently for different people.))

I have no idea whether LaFosse or Remillard did any complaining. Each probably felt a 15 man variant wd leave his individual complaint so puny tt t Ed. wd say, "Yes, you're in t wrong game, I have s-bys eager to replace you, so let's get them in now before you ruin t power you're proffer."

Players are so used to seeing pbr tyranny, & so used to t idea tt they and feel lucky & happy to have any sort of a place to play! And pbrs generally want to keep them feeling tt complaint is hopeless, & tt t pbrs are a united community, like City Hall, where complaint to one bureaucrat or official about t misconduct of another is useless.

((I guess we'll just have to disagree on this as well. My vision of the hobby is radically different.

((I prefer viewing the publishers you describe as the exception rather than the rule. I've encountered only one "rascal". The game was quickly transferred to another GM. I would say this indicates that the players aren't as helpless as you seem to suggest. Of course, this is only limited to my own experience.

((Players have several powers: they alone choose what game to enter; they can transfer the game from GM to GM; they can always appeal a decision to their "friendly neighbourhood Ombudsman" (as John Leeder aptly put it). Nor are these the only powers: players can write to the Boardman Number Custodian and have the game declared irregular. They also form what may be called, ah, "public opinion": and public opinion has crippled some GMs' reputations in the past, even partly driving them out of the hobby in a few cases.

((Ultimately, a player can always start his own zine and provide the other players with the services they feel they cannot get. Players could also conceivably create Players' Associations, which I believe is presently being done by Jerry Jones et alii.

((You might be right that players feel helpless, though I disagree: I never felt helpless when I was a player only. But you might be right. I hope this discussion will help dispel some of these "fears".))

The truth is tt t Pbr.-player relatin is a 50/50 contract. The players' obligatn is littl more than to pay sub & fee, for hse rules forfeit his \$ & play rtyts if he gets out of line, even by postal accident. ((All depends on your definition of postal accident. Several GMs will delay a game if there's a postal slowdown or if a player hasn't received a copy of the latest zine issue. Nor is this a recent practice.)) If t pbr feels he has too heavy a side of t contract he'd better raise t fees. ((I wish it were that simple. Unfortunately, fee hikes won't give the publisher more time. Further, it won't necessarily reduce the number of game-starts, a good case in point being Fol Si Fie in 1978, and perhaps Passchendaele in 1980 (where fee hikes do not seem to have an effect on the number of game-starts--though it may change as the fees get higher and higher yet!)). Instead he indulges in t ego inflatg tyrannies & favoritism tt make t hobby a sick place.

Hse rules tell a lot about whether a pbr is a wd-be tyrant or service motivated. But use of a GGM is t biggest sign of all. ((Oh...O.....K.....An Announcement: do not join Passchendaele games; if you already have, resign, quick! I'm a would-be tyrant...horrors...I use guest-GMs....))

--Curtis Gibson.

François: Here's the reply to pp. 31-40 of Pasg#24, just received...To begin, I think that the 10 pages of discussion in a single issue is an indication that both of us are running off at the mouth too much. I'm interested in the topic, but it concerns matters which it's becoming quite clear that we'll never agree upon.

((Probably...though you should note the "ten pages in a single issue" are in fact a discussion that extended over several months: first, my original letter, then your reply, and last, my reply to your reply. In addition we are discussing a vast subject--so it's normal that a lot of space be devoted to it.))

Nevertheless, I'll try to answer your replies to my response to your... (p.31) The first point about whose rules were "ripped off" from whom is an easy one. My rules were first published in 1974-5, before you'd even heard of the hobby, if I'm not mistaken. ((Whatever you say, Randolph...)) I seem to remember that you specifically requested a sample of the then-current edition before you began publishing Passchendaele, and when your HRs appeared I was complimented by the long sections which you'd quoted verbatim from mine.

((I in fact asked several publishers...and I don't recall complimenting you; though that's a moot point.)) At the time, you acknowledged this debt: so I can't believe that your comments were inserted for any purpose other than to give me a straw man to "warm up" on. OK, thanks, I'm hot now!...

((I'd like to get the facts straight once and for all on this one. Your original statement was "half his... (meaning my)...rules have been ripped off from mine... (meaning yours)..." I asked you to substantiate that. Since you only seem to have spoken of who's been first in this hobby, I will enlighten you as to the truth of your original statement (or lack thereof).))

((The only sections that are similar (in wording) to yours are: Postal problems, Rules for postal play, and End of Game. Much less is "quoted verbatim". I'll have you know that these three sections hardly cover 14% of my HRs. And remember that this 14% has similar wording only--the Rules for postal play were more influenced by the erstwhile EGB HRs, and the End of Game more by an article that appeared in The National, than anything else, including the FSF HRs. And even if that 14% was "quoted verbatim" from your houserules, that still would be far less than your "half his rules have been ripped off from mine" statement. May I conclude the statement is false?))

Your "Rulebook" arguments for the disallowal of implied orders are all based on your interpretation that the unit involved is unordered. My interpretation is that the order is indeed there, implied in the order for the supporting/convoing unit. In fact, a case can be made that a properly written "implied order" has the necessary order, in every essential, buried within the principal "implied" order.

((Perhaps we disagree on what an implied order is, then. To me, an implied order is F Bla C A Con-Arm, A Arm unordered, or A Bur S A Bel-Ruh, A Bel unordered.

((As I implied before, the Rulebook seems to ask that each unit be ordered. In the first example, only F Bla is ordered--it's ordered to convoy A Con to Arm. A Con has no order. In the second example, A Bur is ordered to support A Bel-Ruh, but A Bel has no order.

((I will also point out that while the order is implied, it isn't written down. The Rulebook seems to require that each unit have a written order.

((Of course, this is only an interpretation. And if I can be convinced that your interpretation is plausible, you can bet money on my adopting this interpretation. I see no point in applying a "hard-line" interpretation if there is indeed a plausible, valid "soft-line" approach.))

I wouldn't make any FTF/postal discrepancies in this case: it's unsuitable as you point out, and unnecessary to my argument. I will note, though, that just because "Rod Walker (a postal player) was member of the committee that drafted the 1971 Rulebook", that does not in itself make the rules therein any more valid for postal play. Obviously it was written to inform the face-to-face player: Rod either operated under these guidelines himself, or was overruled when he suggested the inclusion of extra rules for postal play. Just because Randolph Smyth (a biochemist) publishes Fol Si Fie, doesn't mean that the zine is a textbook on biochemistry, right?

((No problem there--I don't think I said Rod's presence necessarily meant the Rulebook was for postal players--I only cited him as an indication among several others that the particular rule we're discussing is applicable to postal play.))

Regarding your ethical considerations: I don't think you can single out "the individual" as the object of my willingness to give a break. Most players are sloppy to some extent from time to time, and my efforts to interpret any unambiguous order whenever possible applies to all. It's true that the most experienced/meticulous players avail themselves of this less often, in the same way that a player who lives within phoning distance has no use for my house-ruled delaying the game in the event of a postal strike. Both are "hindered", if this means being unable to overrun their hapless opponents' positions, but I don't think you can say I'm "screwing" them. It's only a question of how strict you choose to be.

((Balderdash. I guess my experience is different from yours: most players do not forget to order some of their units, as evidenced in Passchendaele. You may be more experienced than me, Randolph, but you can't make me swallow statements like this one. Off-hand, I'd say about 5-10 players in Passchendaele will make the error occasionally (and I mean occasionally), which is far from "most players". I don't think John Leeder interprets implied orders (though I'm not sure--but his statements indicate he doesn't.)--and yet, you don't see a player error that often. And he carries some very complicated variants (when compared to regDip). (Of course, my point is somewhat moot if he does interpret implied orders.))

((But certainly, you can single out the individual as the object of your willingness to give a break. To repeat myself, if you help a sloppy player then the other players' progress in the game will be more limited. On the other hand (if you don't), then the reverse will tend to occur. It's not a question of how strict you choose to be.

((However, I will point out that both approaches tend to produce the same results: that is, if you apply your method entirely, then error corrections will "cancel" out other error corrections. On the other hand, (using my approach) an error will cancel another error. That is, assuming that your assertion ("Most players are sloppy") is somewhat correct. In that ideal situation, the only difference between my approach and yours is that the better players are better off playing in my games, as they will have more opportunities for taking advantage of their neighbour's errors. And, of course, your approach is far more interventionist than mine: personally, I prefer laissez-faire, thank you very much.))

Your inconsistency paragraph has my policy right, but I see no inconsistency. The first player has sent something (Spring orders) which "imply" his Winter builds; the second player has sent nothing from which I can determine his intentions. It's not "the same error" because it's impossible to figure out what the second player wants: he hasn't provided as much information as the first player. Would you say that "A Mar-B" and "A Mar-" are the same error? Both drop letters from the standard abbreviations. In Fol Si Fie, the first would be interpreted (A Mar-Bur) and succeed: the second would, obviously, fail. Is this "unfair"?

((Definitely not. But your reactionary mind has surfaced again: when will you admit that "A Mar-B" is not an error? A Mar-B is a perfectly unambiguous, and therefore legal, order; any GM who does not follow this is, ah, not understanding his job, perhaps. My point concerns those orders where you actually must interpret a player's intentions, i.e. implied orders. I must disagree with you that the player's intent is perfectly clear in the case of an implied order. For one thing, he might want his order to fail; but most important, it's not entirely clear. You can't be sure that's what the player wants. That is interpreting a player's intentions. I might, of course, be wrong, but you seem to have admitted that's what you do. ("...from which I can determine his intentions..."))

((If this is the case, then perhaps you'd be interested in a little bit of input from John Leeder on the matter: "I agree wholeheartedly with the premise that a GM should never have to make value judgments as to a player's probable intentions, no matter how obvious they may appear. I would go so far as to say that such conduct on a GM's part is unethical; a player must stand or fall by his own efforts." (Runestone#291, May 12, 1980)

((Back to the discussion: I can use your analogy for my own purposes. A Mar- is to F Bla C A Con-Arm, A Con u/o, as A Mar-B (or Bur) is to F Bla C A Con-Arm, A Con-Arm; that is the correct analogy: don't you see any parallels?))

You then return to a "Rulebook" argument: see my comment above.

(p.33) On your answers to my test: (1) Check, (2) OK... (3) Fine--depends on your definition of screwed-up, (4) Argh, this question was badly worded on my part. I wouldn't actually tell a phoning player, "you made an error", but I'd make a special point of repeating the order back for his OK, just to be sure that it wasn't just my ears or his tongue. In a sense I agree this gives a phoner a bit of an advantage---but there's the allied disadvantage insofar as the guy is bound by whatever I write down. I want to be reasonably sure in my own mind that what I put down is what he really wants. A phone conversation is so unstructured that it's hard to say just how far I would go in this regard, so it was probably a bad choice of question all around. (5) Here, you seem to have misinterpreted what I mean by "errors", which is more my fault than yours. If the novice's orders were legal, there's nothing the GM can do to prevent him moving foolishly; my question concerned moves that were downright illegal/impossible. I think I would say "yes" to such a request, except that there are no other players in 100 miles, so I can't accept general orders at all any more (unless they specify unambiguous orders which could still be carried out by a "neutral idiot" like me.) ((Now, that's better---but your attitude in (5) still practically amounts to improving on the material received. You're practically saying that if a player goof's, you'll make the orders out for him...interesting...))

(p.34) I've brought all the "Passchendaele experiences" to your attention as they occurred: do you really want to hang out all our dirty laundry from several months back in the zine? I will if you like, but we didn't resolve things then and certainly won't be able to now if we try to do it in public.

((I have no "dirty laundry from several months back". Perhaps you do, but then speak for yourself: don't use terms such as "our". My record as GM is clean, sir.

((I guess that I object to your descriptions more than anything else. Your descriptions appear to have a ways of being 100% inaccurate while still giving a bad impression to your FSF reader.

((You start off by labelling me as a "reactionary GM"; then you proceed to give examples of reactionary GMing, none of which apply to Passchendaele; then you speak of "sweaty process" and "Passchendaele experiences".

((Now, I think this discussion has established that writing orders is not a sweaty process, that I'm not a reactionary GM, and that none of the examples (of reactionary GMing) apply to P. Therefore, I'd go so far as to say that your descriptions were rather inaccurate.

((But this hardly matters: after all, you put a couple of polite disclaimers, no? (on which you may fall back on if I prove you wrong) Well, I don't think your average FSF reader is going to pay that much attention to your polite disclaimers. He would not sub to Pol Si Fie if he had no trust in your judgment (therefore, anything I say won't help much); and if you say "reactionary" is not quite the right word (in your disclaimer), well I'd say he'll think that I'm pretty close to the description anyhow. After all, someone reputed as responsible as Randolph Smyth would not go about branding such terms with no reason, right?

ah, inadequate

((Do you see any parallels to journalism?

((Nor do you appear to have stopped the practice--now you're speaking of "dirty laundry". I do not believe this to be an accurate description.

((Perhaps I'm only over-reacting. I think not. That's the way I see things from my end--and I will remind you that I used similar reasons in your protest against my "tirades section" (which really weren't even half as bad) which I had over a year ago.

((Now, in answer to your questions: I will be the last person to object to "hanging out our dirty laundry". However, I doubt that you will be capable to use these "Passchendaele experiences" to prove your assertion that I am reactionary (remember: you used the term in that context.). I have always tried to be as lenient as possible within the framework of my house rules.)) (p.35) Did I say that you said that (your phoning) policy was necessary... ((???) I can't read this into what I said. You like to twist things around, don't you?

No, the practice of phoning NMing players is not "reactionary". Generally, I will "avoid" statements which seem obvious, but if this makes you happy... ((OK. I can take that. However, I do feel it would have perhaps been better for you to answer my question rather than get "sidetracked" and discuss the necessity of the policy.))

I see no point in pursuing all the "out-of-context" material at the bottom of the page, which must have confused your readers enormously...and has no bearing on the subject anyhow.

(p.36) Here you seem to be reacting to the "reactionary" label again, which I've withdrawn. ((See my comments above, then.)) You're darn right that if a player ignores the normal GM-player courtesies out of malice or to prove a point, then after due warning he'll lose the benefit of that extra bit of effort that I normally extend to my players. ((I see you now have added "after due warning"...your original statement read as: "if you omit all the usual stuff from your orders next time, I'll feel justified in coming down hard...")) That isn't particularly impartial, isn't it? If a player in one of your games starts sending you stink-bombs with every set of orders, do your house rules permit you to rid yourself of the annoyance? But somehow, Francois, you'll find a way--you'll make up a new rule just for him if necessary. But this isn't "impartial", is it?--you're discriminating against the poor guy who is only after a little extra fun! ((This is an interesting point, though I hardly think you can make a valid analogy between the player whom you think is trying to give you a hard time with his orders and the player who sends stink-bombs.

((It's really difficult to tell how I would treat such a player (that sends stink-bombs)...but I'll give it a try, and offer the following speculation:

((1. It would first appear to depend on whether the stink-bomb contains explosives. If so, then I guess my reaction would have to depend on my ability to survive the explosion, I guess (heh, heh).

((2. If I was injured (but survived), I guess I'd sue the player. But I still would allow him to stay in the game with no different treatment than normally provided.

((3. Assuming the stink-bomb is harmless: I would simply retaliate and send him stink-bombs, (probably at a ratio of 2:1) and I'd perhaps even mail him a Bill LaFosse. But I would not retaliate in the game I'm GMing.

((Perhaps you're a bit reactionary in this area as well, Randolph; and may I suggest this (in a way) is a form of extra-game feuding? You simply are giving the guy different (and harsher) treatment because you just happen to think he's trying to give you a hard time, something which I think GMs should avoid. Just a thought...))

I'm not at all adverse to changing the wording of my house rules to reflect a more flexible attitude: that may be the one worthwhile suggestion to come out of this entire discussion.

I guess I misstepped on the statement that "(1) (2) (3) deserves an NMR"; you are as liberal or more ((more)) than I am with regard to these particular "errors", I guess. Perhaps my making out of Passchendaele orders will be a bit less "sweaty" in the future.

(p.37) You were the one that brought up subscriptions to P vs. FSF (reprinted on the bottom of p.36): perhaps I shouldn't have replied to this at all. I quite agree that it has nothing to do with your style of GMing. ((I beg your pardon: I was the one that brought up subscriptions to P vs. FSF, true, but that was relevant, since the players would have to be illogical (with themselves) if they played under two supposedly opposing styles of GMing. That much is 100% relevant. What isn't relevant is your ensuing discussion of the popularity of Passchendaele games, in answer to my comments: your answer just did not relate to "styles of GMing".))

Oh, very well, I'm more "reactionary" than you are, if that's what you want to hear. I really wasn't such a terrible insult, you know! ((I'm not really that interested in hearing you say that or anything else: I'm just attempting to establish the facts. I think your assertion was factually incorrect, along with an assorted number of other incorrect affirmations; I did not really mind, since I don't need new subbers (so I can easily "afford" "bad" plugs, or "bad" parts-of-plugs), but I do mind false statements. Anyhow... Had it been any different that I would have asked for a retraction in FSF, no less. But...eh, that sounds good! Yeah, why don't you tell your readers I'm not reactionary?))

(p.38) Yeah, forget it... ((Forgotten, and perhaps forgiven...))

(p.39) Hah, here's something solid again that we can disagree on sensibly. ((He's triumphant, and confident, isn't he?)) (I think we've been arguing labels and semantics since p. 32). ((("Implied orders", giving the individual player a break as opposed to giving the collectivity a break, etc. etc. are semantics?)) I can only re-state my earlier position that giving a novice a "break" (and to be fair, the same "break" must be given to more experienced players if they make the same errors) is not always the same as "screwing" his opponents. ((I must re-state my own arguments, then; you will also note that I did not say it's always the same...just that some inequities are bound to creep in (without your noticing it, perhaps) some time, in some game.)) That's like saying, "we shouldn't make wheelchairs for guys with no legs, average people don't need the advantage of a wheelchair, and we wouldn't want them to face any competition from the cripples! No, make everyone face the same "challenge" of walking without help, and if the legless ones are slower because they're crawling along on their hands, though, that's the way it goes in this life." Do you see any parallels to the novice in a Diplomacy game? ((Not one. We're living in a society where competing no longer appears to be paramount...with the welfare state and all that...so your analogy is full of holes.

((You must make an analogy to something equally competitive to Diplomacy, Randolph Face it, Diplomacy is competition, where wits and abilities clash with other wits and abilities...and may the best one win. Your analogy is full of holes, because you can really compare Diplomacy to other sports and hobbies--such as the Olympics, for instance. Now, I don't think a cripple will be allowed to use a wheelchair in a marathon for "normal" athletes, Randolph. ((I'd compare your "giving the novice" a break to the use of stimulants by novices in athletic competitions...which of course is disallowed!...))

I suppose your criticism of "cloaked transgressions" is valid enough, but I have better things to put in FSF than "By the way, the Austrian player forgot to include the game year with his orders. I allowed them anyhow, but thought everyone should know in case anyone wishes to complain to the Ombudsman." I will only mention the instances where I feel the players might have a legitimate grievance. Is this censorship? Perhaps.

((That's what it is...censorship. You are in fact deciding when the player can appeal. You have just admitted to this: "I will only mention the instances where I (emphasis added) feel the players might have a legitimate grievance." That amounts to saying, "I will accept appeals only if I feel it is legit" because appeals can only be made if the player has sufficient data.

((in your HRs)) (Again, I will repeat myself: if you like to be lenient, then only say, as I've done, "Please include your signature, etc." instead of "Valid orders must include the game identification, season, and year, country, date of submission, and player's signature", e.g. Also, if you want to come down hard on a player whom you feel is only trying to give you a hard time, then add a relevant section.

((I'm only saying this because your HRs are a description of how you operate. If that's not the way you operate, then your HR is not a good service to your players. As I said before, I see no point in your saying "my HRs may be used by the players in appeal to the Ombudsman", because, in fact, they're only appealing for something they were entitled to in the first place, thus making your statement a fiction, more or less. I don't see the reason for breaking a HR--if you don't like it, lump it and change it. It's that simple...))

I don't see the point in a GM binding himself directly to his houserules: he only modifies his houserules to fit the procedures he prefers, not the reverse ((then, why doesn't he follow his HRs, if they reflect his favourite procedures?))--and the result is, or can be, a rather fuzzily-worded set. ((Objection, Your Honour: I'd suggest you read my HRs carefully. They aren't fuzzily-worded--but yet, they allow for a lot of manoeuvrability, perhaps more than you ever cared to have....)) I'd rather have a firmly-worded set with the option to challenge in the players' hands. ((As I said earlier, this "option to challenge" is fiction: he's only challenging a GM's decision which was contrary to something he was entitled to in the first place.)) If players are too timid/sloppy/inexperienced to complain when they feel abused, then I feel no set of houserules will help: the GM will do what he pleases. If he's ethical enough to do the "right" thing and/or agree with what his houserules say, that's great: but the nature of houserules per se is no protection for a player who will accept anything. ((Precisely: that is why a GM should do according to his houserules: that way, he will not abuse the rights of the sloppy/timid/inexperienced players. Your paragraph is actually supporting my own theory...

((No, no set of houserules will help if the GM is unethical: he will indeed do as he likes. But that's not the point: we're discussing whether a GM should follow his HRs. If he doesn't, then the players are screwed, if they are sloppy/inexperienced/timid. Some GMs are unethical, and do not follow their HRs, but that still does not mean they therefore should not follow them.))

One thing I must reject is your point about players who "don't know any better" being discriminated against. Any player who has my houserules should also have an appended copy of the CDO Code of Ethics. Also, it's not as though I am silent about the availability of the Ombudsman in the zine. If they are not aware of their right of appeal, I don't know what else I can do. I make mistakes like everyone else--then, it's up to them. ((Still, people do forget--a novice may have read all about his right of appeal and still not realize his rights. The best analogy is the novice who doesn't know what a standby is, despite all the literature he has read on the subject. They are rare, but they do exist.

((What you can do is try to follow your HRs--sure, sometimes you'll inadvertently make a mistake regarding your HRs. But the point is that your philosophy of deliberately breaking your HRs can screw these players, sometimes. Stopping this policy is a step in the right direction, I feel. Of course, if you don't like to enforce your rules regarding signatures, etc., well, change them.))

On the "fairness" matter--you've brought in some legal parallels to il-

illustrate your point here, so let's pursue that. The fact is, laws change from time to time, and there's no way to go back to the dawn of history to "correct" everything that doesn't jibe with our present interpretation of the law. Similarly in GMing Diplomacy games: as long as a policy of mine works, I will continue applying it. Only when it's challenged successfully and a new precedent set does my policy change when adjudicating similar future cases. It's no less "fair" to evolve a personal GMing philosophy than to evolve a legal system for a nation, and no way to turn back the clock.

((Your argument misses the point. I wasn't discussing changing statutes (the analogy in Diplomacy is changing the HR by introducing a new set of HRS or stating so officially in the zine, before you apply it), but mis-applying the law.

((That's what you really are doing when you deliberately break a HR. Except that, unlike the legal system, you won't correct past mis-applications when a recent decision is overruled by your friendly neighbourhood Ombudsman. On the other hand, blatant mis-applications of the law in the "real world" are not the rule.

((I would similarly like to pursue the precedent business as well. Your first precedent is your houserules, Randolph. So (in applying your GMing philosophy), you aren't even following the basic precedents which you set up yourself.

((How you can claim to be consistent when you follow one type of precedent (the Ombudsman-related one, which is more stare decisis than precedent, but anyhow...) while ignoring the other type of precedent (your houserules), I'll never know.))

(p.40) Most of this page again proceeds from the assumption that giving a "break" to one player necessarily "screws" the others. ((I'm not assuming anything. Nor did I say giving a break to one player necessarily screws the others: I quote, textually: "some elements of inequity (to the other players) are bound to creep in some time..." I don't see how you can twist that around and say I said it happens necessarily (and presumed, all the time). It will happen some day, that's all. And I fear you can't sensibly disagree with this: you admitted yourself that you make errors in judgment--and I'm sure that not all players have instantly complained and got the situation rectified, at all times.)) A player who complains under my houserules to deprive another player of a "break" is not fighting for what I originally promised him; he's fighting to enforce a grinding, legalistic interpretation of my rules on the other player. If I have to change my policy as a result, then the process of writing out orders becomes a "sweaty" process for everyone. ((Again, the player would "win" only because of your own houserules; if you do not want writing out orders to become a sweaty process, like me, well write your houserules in a different way. May I suggest my own HR (or most of it), i.e. HR #VIII?

((I still find it most inconsistent that you would say something on the one hand (through your HRS), and consistently do the opposite on the other (through your policies and actions). You say you want your HRS to act as a tool helping a player in his appeals--but you won't tell him that you have just violated one of your HRS in the order-writing area. So I really wonder where the consistency is in your "writing orders" sections--especially since you won't apply it, and won't let the player have an opportunity for appeal!

((I have nothing against a GM being lenient--in fact, I'm lenient. However, I do have something against those who maintain the above fiction about player appeal rights, when, in the particular section involved (writing orders), you won't even give them an opportunity for appeal...Given that writing orders is one of the most important "player-related" HR, I often wonder indeed if the player can appeal...

((It would also appear you are being semantic about the whole thing as well. You say, "He's fighting to enforce a grinding, legalistic interpretation of

my rules on another player." I don't see how many "interpretations" there can be for "Valid orders must include game identification" etc. Further, the player is fighting for what you promised to all: you promised that valid orders must include game identification, etc. Presumably, invalid orders will not be followed. If that's not what you meant, then your HRs need a lot of work. Particularly, you should change that HR, to read, (perhaps) "Please include game identification, etc. with your orders." (I see a review of "that" and

Game delays are the other side of the coin: every GM must steer a preferred course between the two. We have different attitudes, and as I implied at first, I don't think this discussion will change them much. ((Not really, eh?)) I can't see how you can persist in feeling a player is better off by constantly appealing a decision. You want to be lenient? Well, then I don't think a "hard-line" set of houserules is very appropriate...if you like leniency, well, have a lenient set of houserules...it's that simple...I have a lenient set of houserules, with no problems in GMing. There's something "fishy" in the whole business that I can't really discern...))

((Randolph proceeds to prove that there are in fact 25 subscribers (on the FSF sub list) that aren't on the P sub list. He concludes by saying that I must forgive him for questioning my statements: apparently, this discrepancy makes all my other statements questionable.

((Well...dear, I wrote this original letter 3-4 months ago...and now you take me to task, without first noting the time discrepancy involved. Things have changed since then, Randolph: 3-4 months is a hell of a long period. Secondly, your "25 FSF subbers" seem to include traders as well; to me, traders aren't subscribers. Anyhow...you might also have noted that I said "I would be hard pressed to name 5 FSF subbers that aren't also P subbers." It's not the statement of a fact, only the statement of an opinion. Anyhow, I'll let you go with this one...you're entitled to your "moral victory"--and I'll be satisfied with your admission that writing P orders is not a sweaty process, that I'm more liberal than you in certain areas, and that I'm not a reactionary GM, which is really the only fundamental issues we were discussing...))

--Randolph Smyth.

Wrap-up: It would appear that Randolph and I have been arguing several points (all related to GMing); the discussion covered 17 pages in Passchendaele (overlapping with several more in Fol Si Fie).

While there are several disagreements, yet I believe we have more or less agreed on the following points:

- (1) I am no reactionary GM, and nor is writing P orders a "sweaty process". In fact, it would even appear I'm more liberal in some areas. Now, that's more like it: I spent enough ink, paper, and time on the subject! Randolph, I demand reparations. Perhaps you could take Bill LaFosse in custody and take him away from me?
- (2) We might soon be agreeing over the implied orders business--though I remain to be convinced. I would be most appreciative of feed-back from most everyone, especially those hobby notables (e.g. GMs, publishers, etc.) on my sub list, on this particular matter.
- (3) Perhaps we will eventually agree about the HR business--indeed, Randolph appears to have stated he is not that adverse to changing the wording of his houserules to suit his GMing policies better. Boy, speak of side-tracking, though: would you believe this discussion originated after Randolph made comments on my GMing?
- (4) It doesn't seem like we'll ever agree on the whole "ethical considerations" bit; hum, not surprising, given that this hobby is full of personalities with varying conceptions...

In any case, I'm not interested in stopping the discussion: perhaps someone in the audience could take over should Randolph "chicken out"? (Well, he's already been labelled as a "mother-hen" in Infidel, so "chickening out"

seems appropriate...) So that wrap-up isn't a "wrap-up" after all...

((Unfortunately, last minute problems prevented me from making it to Dip Con. Cal White did, though, and here's the story:))

Another Dip to TripCon Part III
((continued from ADTP I and II printed in January))
Electra Glide Blue, now defunct.

This year's trip started out with the usual amount of screw-ups. I intended to drive down with some friends from my early Diplomacy playing days, namely Mike Agnew, Mike Craggs & Mario Cauz. We were going to leave Friday morning (after I cashed my paycheck) and get to Detroit in the early aft. As is usual, things started screwing up when Mario couldn't get the day off and Agnew came down with septuple pneumonia or something like that. Because of this Mike Craggs and I didn't leave until 0300 Saturday morning. We had coopted a mutual friend of ours, Richard Blaksley, to accompany us by promising him that he could go bowling in a nearby tournament in Hamtramck. Compounding my problems was the fact that I forgot to get any 'merican currency.

We pulled into Detroit about 0830 in the morning and headed out to Pontiac. We didn't have any trouble finding the University, but were somewhat lost as to which building we were to go to. We headed to the area which seemed to have the most people and I spotted Mark Berch racing somewhere (Mark is easy to recognize because his normal walk is about 15 MPH) and flagged him down. He got us pointed in the right direction and we checked in, registered, etc. After that I went to the Diplomacy playing area and started looking for people that I recognized. They were few and far between because of the time I've been away from the mainstream hobby. I did manage to track down Fred Davis, Herb Barents and Richard Kovalcik. A high point of the con was when Ghod (also know as Allan Calhamer) walked over and introduced himself to me. We spent half an hour talking about his scoring system which was being used for the tourney. It is similar to the Rocamera system, except that it has certain penalties which turn it into the win-only type that Allan and, indeed, most of the pre-1972 people prefer. More on the system later.

Harley Jordan, who was running the tourney, got things under way at 1000 hours and we were ready to play by 1030. I picked Turkey on my board. Richard Kovalcik was Russia and Mike Craggs (who I don't think I negotiated with once) was England. To make a long story short, I broke a streak that I had going of five consecutive tournament eliminations. I ended up as top power with 11 centres which was good enough to put me on the top board for the second round. I allied with Richard for the whole game and never even thought of stabbing. I recommend that everybody try this at least once in their playing career. It feels good.

We played until about noon before the tourney was interrupted by the fact that a tornado funnel had touched down about five miles from the building. We all went down to the basement (I protested that during a tornado I did not really want a building on top of me if I could help it. I was overruled, went downstairs and thought about finding religion). After it was over, we returned upstairs and played until about 1530.

After a puny little 45 minute break during which Mike, Richard, Richard Blaksley and myself just barely had time to grab lunch, we began the second round. We

played until 1909 and to make a long story short I would have had a 14 or 15 centre Germany (I got as far as 11 centres in '07) but I had gotten too used to the idea of not stabbing. I got suckered by my game-long ally (England) and finished with 7 centres. England ended up the tourney in third and I figure I was about 8th or 9th.

The tourney was not the largest I have ever seen. We had 8 boards for the first round and 7 for the second. A drop of only 1 board is excellent, although playing the rounds back to back may have had something to do with it.

We were experimenting with a new scoring system for this year. Proposed by Allan Calhauer, it was loosely based on the Rocamora System. Basically, you got 1 pt for every centre you had. However, you would lose 1 pt for every centre that the leader(s) had over 8. Thusly, if the leader has 12 centres, then everybody else would subtract 4 ($12-8=4$) from their centre totals. There were other details: ie- an eighteen centre win got you 18 pts and everybody else got 00 no matter how many centres they had. If the leader was the sole leader, then he got 2 bonus pts. You could not drop below 1 if you survived. For example, on the first day, I got 11 centres as the sole leader, so I got 13 pts. My eleven centres was over 8 by three. So everybody on my board lost three. The second day I ended up with 7 centres, but the leaders both had 13. Therefore I got 2 pts ($13-8=5$, $7-5=2$). The problem with this system (as several people pointed out) was that, if you, as the leader couldn't win, then you would play for the draw and that most of the other smaller powers would try to set up that draw rather than pull the leaders back down. I don't consider this a really major problem, but it shows that the scoring system does need work.

After the tourney was over, about 30 of us attended the DipCon Society meeting to choose the DipCon site for next year. Chaired by Fred Davis, with help from Herb Barents and myself as secretary (or to be more accurate, vote counter) the Society entertained bids from the Chicago Wargamers Association and from Greg Costikyan who represented a NYC group. The CWA proposed to hold the DipCon at a fairground which had no dorm housing and could not guarantee either a special rate from nearby hotels or air-conditioning. Greg planned to hold the DipCon in conjunction with a science fiction Con in a New York City red light district (No, he couldn't promise us a discount on that either, I asked). Both bids were turned down and a new "Committee of three" was elected and charged with the duty of finding a site for next year and making all the arrangements. Chosen were Herb Barents (chairman), Fred Davis and Bill LaFosse. Richard Kovalcik and myself were also nominated but were not chosen (Sigh of relief.). A motion was made to instruct the Committee to try and pick a site west of the Mississippi, but this was narrowly voted down. (This doesn't mean that it won't be there.) ((But I certainly hope it'll be east of the Mississippi... perhaps even north of the border...just once?))

After the meeting I followed Richard Kovalcik back to his hotel where I had made a reservation about an hour previously on his advice. I needed help to get there in the form of a boost as I had left my parking lights on for c 13 hours and had a thoroughly dead battery. We got to the hotel and went to sleep. There was a seminar on Dippy the next day, but we had to miss it in order to make the bowling tournament. (Wasn't worth it, Richard and Mike stunk the joint out. I didn't bowl, but played pinball all day.) We ended up getting back to Toronto about 1930 with no problems.

One observation I would like to make before I end this article: there were very few postal Diplomacy players at this tourney. There were some, to be sure, but not as many as there used to be. I'd like to ask everybody reading this

to make every effort to come next year. ((Alas! You're preaching in the desert, Cal: they're all stay-at-home types like Smyth...)) I may be out of Dippy pretty much, but I wouldn't trade my annual trip to DipCon for anything. Hope to see you all there next year. Ta.

((Thanks much for your article, Cal. I appreciate it.))

((This issue seems to be dedicated to Cal White: look below; another "thing" related to him!))

MR. PRESIDENT,
I... OH, I'm
SORRY—I DIDN'T
KNOW YOU WERE
BUSY...

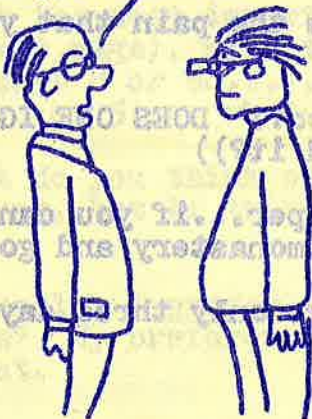
NO, PAUL,
COME ON
IN



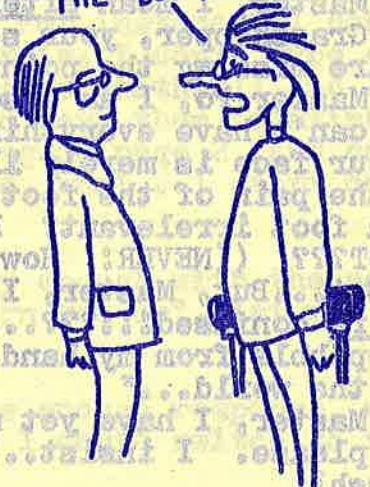
MIKE, THIS
IS MY ECONOMIC
ADVISOR... PAUL.
MIKE HERE IS AN
ACTUAL COLLEGE
STUDENT



STUDENT, HA! DO ANY OF YOU
EVER STUDY ANYMORE?
PERSONALLY, I THINK A
COLLEGE DIPLOMA TODAY ISN'T
WORTH THE PAPER IT'S PRINTED ON!



THAT'S FUNNY—
I FEEL MUCH THE
SAME WAY ABOUT
THE DOLLAR...



Reprinted from Electra Glide Blue#11.

((And what about this?::))

Kung Foo!

((reprinted from Electra Glide Blue#3;
double parentheses are Cal White's.))

Somewhere in Manchuria...or was it Tibet?...Oh, well, it doesn't really

matter. Somewhere in China (anywhere will do) not far from an ancient monastery, amidst the tweeting of the birds, the babbling of the brooks, and the bel-lowing and the burping of the holy cows, comes a conversation gently weaving its way into earshot.....

"Master Po, how does one cope with the pain of a kick to the face?"

"Remember Grasshopper, it is not the pain; it is merely the pressure of the foot re-arranging the bone structure of your face."

"But does this still not cause discomfort to the face?"

"Yes, Grasshopper, but if one considers the self totally without considering others, you are diverting from the truth."

"Eh?"

"Yes, Grasshopper, you must see the situation in both lights. Consider for a moment the position of the foot."

"It is attached to the ankle, is it not?"

"No Grasshopper, ((It isn't?)) I mean consider the feelings of the foot. In coming into contact with your face it suffered pain also."

"Then you mean, that for the foot, it is not the pain, but the pressure of my face caving in before it?"

"Precisely, for in considering the foot's feelings, your conscience is lighter and you are closer to your soul."

"Does a foot also have a soul, Master Po?"

"Grasshopper, do you wish to be demoted to Cockroach?"

"Cockroach?"

"Yes. Just try one more smart-ass one liner like that."

"I am sorry, Master."

"YOU are sorry???--Now, getting back to our lesson, do you not now feel better that you feel unselfish sympathy for the foot?"

"But Master Po, what of my foot?"

"Nothing a little acupuncture won't fix up..."

"Ah, you mean with needles?"

"No, with spears. Have you looked into a mirror lately?"

"No, Master, I mean after it has been kicked in."

"See Grasshopper, your selfish attitude is overcoming your path to the light. You are missing the point."

"But Master Po, I am also missing a face!"

"You can't have everything in life Grasshopper...besides the pain that you feel in your face is merely illusion. It is irrelevant."

"Is the pain of the foot then irrelevant too, Master?"

"Is a foot irrelevant? Does a foot not have feelings too? DOES ONE IGNORE A FOOT??? ((NEVER! How could you--are you ready--stand it?))

"...But...But, Master, I am confused!"

"You're confused!!!???.....tell you what Grasshopper...if you can snatch this pebble from my hand, you will be able to leave the monastery and go out into the world..."

"But Master, I have yet much to learn. I have been here only three days!"

"No, please. I insist..."

Swoosh!!

"Ah, Master, you are yet much too swift for me."

"Shit!...er...How about best two out of three?"

The conversation slowly drifted away, wafting off over the meadows and through the trees, only to melt into the loving arms of Mother Earth.....

((This was authored by George "Pecker" Parkanyi...))

This is not a filler. Repeat, this is not a filler. If you think you are seeing a filler, there is something wrong with you. See your doctor.

Aren't you feeling persecuted?

Some times you'd swear Canada is a tropical country. A heat wave has struck Eastern Ontario this week, and I had trouble surviving: at times, we got temperatures as high as 20, 22° (Celsius--I guess that's...c. 72-76 F; oh well, give or take 2-3 degrees...). I was sweating all the time, and couldn't really concentrate on much but reading. That's why I must call it quits now: I don't feel like cramming even more stuff in this issue. A shame: I could have prepared a plug for Assorted Garbage, a report on my trip to Alberta, and perhaps an editorial on how Claude Gauthier's kid likes to tear all the Fol Si Fies she can get hold of. Next time, perhaps--but the weather better cool down, or else...

I have decided not to answer John Leeder's comments on the CDO proposals in these pages: I will likely have the time to write him a letter instead.

Oh yes...Claude Gauthier has thought it might be a good idea to hold a Diplomacy Convention in Ottawa in September (on Labour Day Week-end). After due consideration (and a letter from Cal White), I don't think there's enough time to organize it within 3 months...but anyhow...I'd like to know who'd be interested in coming over? Kindly tell me now. Of course, there'd be a moderate registration and tourney fee to cover all costs (well, not all costs, but most of them anyhow); there'd be a prize for the winner. If there's not enough response prior to July 25, I'd guess I'll drop the idea, for this year at least.

I guess I'll leave the bottom of this page blank...what a shame...why don't YOU contribute and help fill it?

Fine Jig-a-doo!

François.

Post Scriptum:

Perhaps I should use a more "professional" format? For instance, I could set this line up just like a professional newspaper--that is, I could type everything in a "two-columns" format (instead of from one edge to another); and I could put the most important items on the first page (and have them "continued" in the last page), with the other important items starting on page 2 (and continued on page 8 or so...), and have the games (the garbage, whot...) start on page 3, 4, or 5, or whatever.

What do you think of this idea? I, myself, am happy enough with the actual format, but if this "professional" format would "turn you on", let me know.

Actually, I prefer the actual format; but if there's enough response, well, who knows? My preferences are not molded in cement, and I could switch to the new format.

François.

(I knew it just wasn't like me not to fill the page somehow.)

